

NGUYEN NGUYEN

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EDUCATION

University Of South Carolina • Columbia, SC Fall 2017 – May 2021
Bachelor of Science • *Computer Science* • GPA: 3.65/4.00

ACADEMIC COURSEWORK

Software Development – Java Aug 2019 – Dec 2019

- Actively worked on a project utilizing Agile framework as well as GitHub Version Control
- Learned multiple design patterns in Java correlating with Object-Oriented-Programming
- Gained Software Testing skills and applied multiple documentation/implementation practices

Database System Design – SQL Jan 2020 – May 2020

- Practiced writing Queries in SQL to access/modify information in a database
- Learned about the components of a Database Management System

Operating Systems – C, C++ Aug 2019 – Dec 2019

- Learned the functions and purpose of systems and each sub system of an OS.
- Practiced Kernel Programming in Linux Operating System with C and C++.

Data Structures and Algorithms – C++ Jan 2020 – May 2020

- Analyzed and used Algorithm design techniques through common set problems.
- Used Appropriate Data Structures for common set problems.

PROJECTS AND EXPERIENCES

De-Stress-FI Website – Javascript, Node.Js, HTML, CSS

- Utilizing JavaScript and a Node.JS back-end, the website includes an weather application that plays LO-Fi music depending on the location typed in. Other simple tools are included and are meant to help students "de-stress".

Library System Program – Java

- A Library System meant to be used by Public Libraries or University Libraries as its purpose is to holds multiple data of books in JSON file as well as have many functions such as to checkout/return.

Personal Portfolio – Vue, Bootstrap, AWS, HTML, CSS, Javascript

- A personal portfolio created to showcase some of my skills as well as my future projects.

Game Development – C, C++

- Created simple games using a Gameboy Emulator and Familiar with using Unreal Engine.

Kernel Programming – C, C++

- Implemented System calls to access information on variable addresses in Linux, practiced file system manipulation with C, used C library functions for data passing and synchronization.

SKILLS

- Programming languages: Java, C++, C, JavaScript, HTML/CSS.
- Familiar tools: Vue, Bootstrap, NodeJS, SQL, NPM, AWS (Amplify, S3, Route 53).
- Operating Systems: Linux/Unix.
- Environment: Visual Studio Code, Eclipse, Android Studio, Unreal Engine, Oracle VM, Vim, Ubuntu
- Knowledge in Scrum/Agile Framework, GitHub Version Control, Unit Testing.
- Familiar with Object-Oriented-Programming/Design Patterns in Java and C++.

EXTRA CURRICULAR ACTIVITIES

- ACM (Association for Computing Machinery at USC Columbia)
- Opportunities Scholarship Program
- Cross Country